



Minbari Skigum Police Boat



SPECS

Class: Medium Ship
In Service: 1995
Point Value:
Ramming Factor:
Jump Delay: N/A

MANEUVERING

Turn Cost 1/3 Speed
Turn Delay: 1/3 Speed
Accel/Decel Cost: 2 Thrust
Pivot Cost: 1 Thrust
Roll Cost: 1 Thrust

COMBAT STATS

Fwd/Aft Defense: 12
Stb/Port Defense: 12
Engine Efficiency: 2/1
Power Shortage: 0
Initiative Bonus: +13

WEAPON DATA

Fusion Cannon
Class: Molecular
Mode: Standard
Damage: 1d10+9
Range Penalty: -1 per hex
Fire Control: +3/+3/+4
Intercept Rating: -2
Rate of Fire: 1 per turn

Electro-Pulse Gun

Class: Electromagnetic
Effect: Forces dropout
Range Penalty: -3 per hex
Fire Control: -/-/+3
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Shock Cannon

Class: Electromagnetic
Mode: Standard
Damage: 1d10+4
Range Penalty: -1 per hex
Fire Control: +3/+3/+3
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns
Special: Ignores armor. Divide structure damage by 4, and apply as a negative power modifier thereafter. Fighters automatically drop out.

FORWARBITS

1-6 Retro Thrust
7-8 Shock Cannon
9-10 Fusion Cannon
11-12 EP Gun
13-17 Structure
18-20 PRIMARY Hit

AFT HITS
1-7 Main Thrust
8-10 Fusion Cannon
11-17 Structure
18-20 PRIMARY Hit

PRIMARY HITS
1-6 Port/Stb Thrust
7-8 Jammer
9-10 Cargo
11-12 Sensors
13-14 Tractor Beam
15-16 Engine
17 Hangar
18-19 Reactor
20 C & C

SPECIAL NOTES

Gravitic Drive System
Atmospheric Capable

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

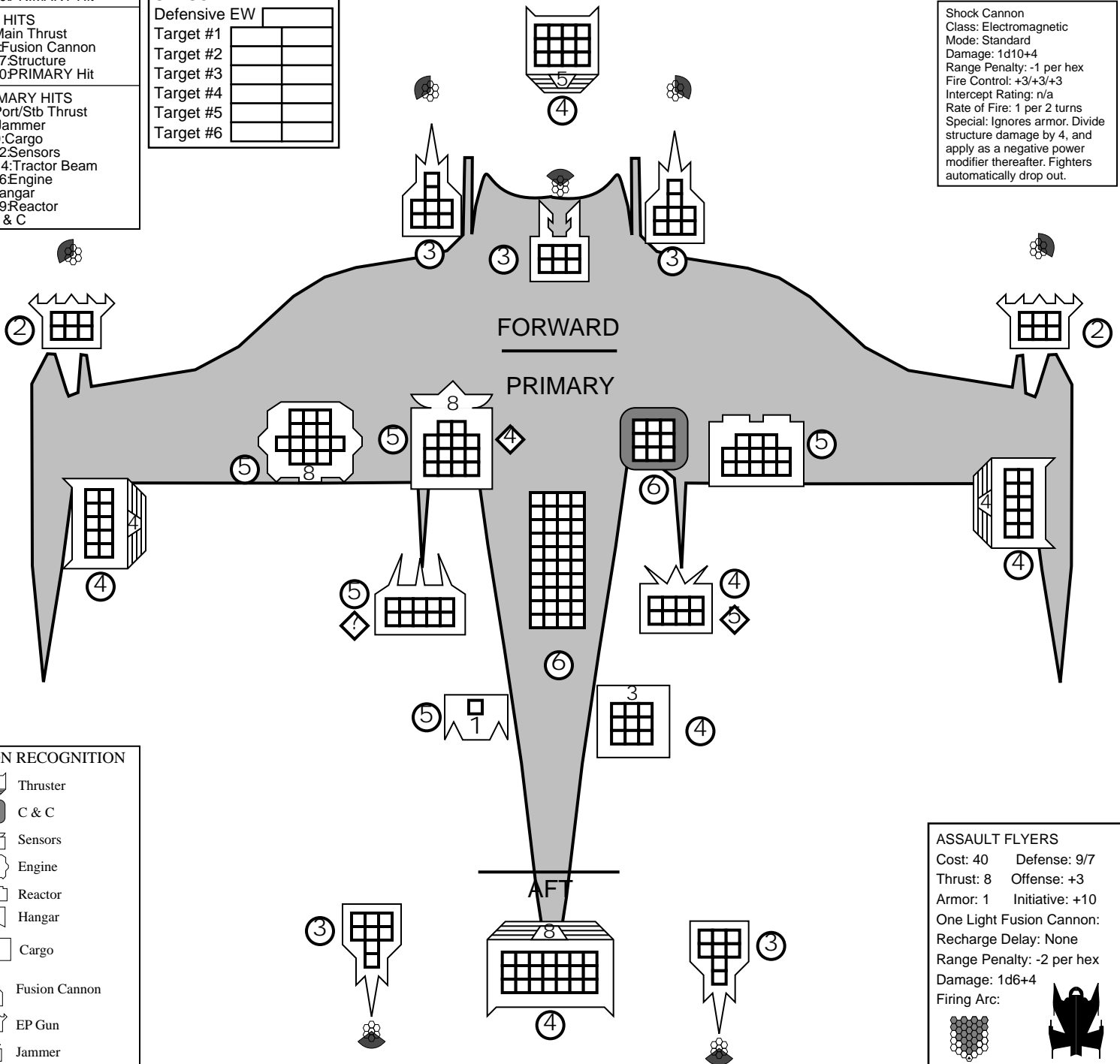
Target #5

Target #6

HANGAR

0 Fighters

1 Flyers



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Fusion Cannon
- EP Gun
- Jammer
- Tractor Beam
- Shock Cannon

ASSAULT FLYERS

Cost: 40 Defense: 9/7
Thrust: 8 Offense: +3
Armor: 1 Initiative: +10
One Light Fusion Cannon:
Recharge Delay: None
Range Penalty: -2 per hex
Damage: 1d6+4
Firing Arc:

